## CLAIMS

What is claimed is:

Sub a1

1. A method for software control, comprising:

displaying a graphical feature on a surface area of a touch-sensitive screen, the touch-sensitive screen being coupled to at least one processor and the graphical feature being generated by an operating system and associated with a particular software program by the operating system;

receiving a writing on the surface area provided by a user; and

controlling programming on the processor in response to the writing.

2. The method of claim 1, wherein displaying a graphical feature includes defining a boundary of the surface area by a portion of the screen displaying the graphical feature.

3. The method of claim 1, wherein controlling software includes controlling at least one logical decision of the software.

4. The method of claim 1, wherein the writing is a sequence of impulses applied to the touch sensitive screen.

Sub a2

5. The method of claim 4, wherein the sequence of impulses is applied to an area that is smaller than the surface area of the graphical feature.

6. The method of claim 1, wherein the writing comprises at least one character of an alphabet.

7. The method of claim 1, wherein the writing comprises a substantially circular writing.

8. The method of claim 1, wherein the writing comprises a substantially polygonal writing.

9. The method of claim 3, wherein the at least one logical decision of the software includes a logical decision determining graphics presented to the user on the display screen.

Sub A3

10. The method of claim 9, wherein the graphics presented to the user on the display screen indicate user-selectable software options.

11. The method of claim 1, wherein controlling the software includes determining the commencement and cessation of execution the software on the processor.

Sub A4

12. A method for software control and communication using a user-interactive display screen feature, comprising:

displaying a graphical feature on a surface area of a touch-sensitive screen, the touch-sensitive screen being coupled to at least one processor and the graphical feature being generated by an operating system and associated with a particular software program by the operating system;

receiving a writing on the surface area provided by a user;

controlling programming on the processor in response to the writing; and

transmitting data by generating a signal emanating from the radiation emitter.

13. The method of claim 12, wherein the radiation emitter is an optical radiation emitter.

14. The method of claim 12, wherein the radiation emitter is a radio frequency radiation emitter.

15. The method of claim 12, wherein the radiation emitter is an microwave radiation emitter.

16. The method of claim 14, wherein the radiation emitter is coupled to a computer network.

17. The method of claim 14, wherein the radiation emitter is coupled to a telephone network.

18. The method of claim 15, wherein the radiation emitter is coupled to a computer network.

19. The method of claim 15, wherein the radiation emitter is coupled to a telephone network.

Sub A5

20. ~~A method for software control and memory storage using a user-~~ interactive display screen feature, comprising:

displaying a graphical feature on a surface area of a touch-sensitive screen, the touch-sensitive screen being coupled to at least one processor and the graphical feature being generated by an operating system and associated with a particular software program by the operating system;

receiving a writing on the surface area provided by a user;

controlling programming on the processor in response to the writing; and

controlling data stored in the memory responsive to a writing on ~~the surface area provided by a user.~~

21. The method of claim 20, wherein controlling the data stored in the memory includes altering data in the memory.

Sub A6

22. ~~The method of claim 21, wherein altering data in the memory includes deleting data representing software applications from the memory.~~

23. ~~The method of claim 20, wherein~~ the storage memory is a non-volatile storage memory.

24. The method of claim 20, wherein the storage memory is a random access memory.

25. The method of claim 20, wherein the storage memory is read by a magnetic memory reader.

26. The method of claim 20, wherein the storage memory is read by an ~~optical memory reader.~~

27. ~~The method of claim 20, wherein the storage memory is read by controlling~~ electric fields within a semiconductor.

Sub a7

28. ~~A handheld computer configured to receive a writing~~ on a selectable user-interactive feature ~~to configure~~ a processor to perform a function different ~~than another function performed by selecting the user-interactive feature.~~

29. A handheld computer, comprising:

means for displaying a graphical feature on a surface area of a touch-sensitive screen, the touch-sensitive screen being coupled to at least one processor and the graphical feature being generated by an operating system and associated with a particular software program by the operating system;

means for receiving a writing on the surface area provided by a user; and

means for controlling programming on the processor in response to the writing.

Add a8